

You can go far with this team.

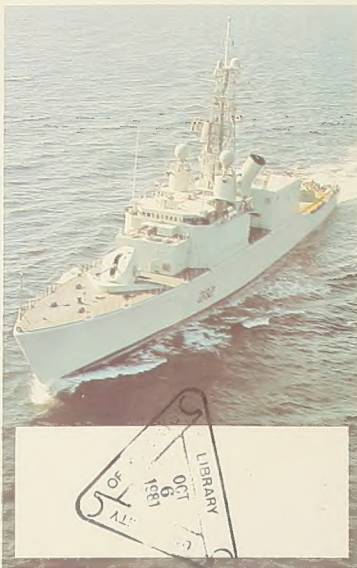
Maritime Command operates on shore and at sea... small and large ships, submarines and supply ships, helicopter equipped destroyer escorts including the most sophisticated of all, our DDH 280 Tribal Class Destroyers featured in this pamphlet.

Whether you work ashore or on board one of these ships, you will find the life in Maritime Command rewarding. You'll have the chance to travel. You'll learn a worthwhile and rewarding skill. You'll lead a healthy, active life and be well paid with regular pay increases and promotion opportunities. You will also receive a minimum of four weeks paid vacation annually plus many other benefits. You will be encouraged to pursue your favourite sports and hobbies, or just to enjoy the company of friends... friends you'll meet throughout the Canadian Forces.

Think about Maritime Command. It's a great opportunity to broaden your horizons, learn skills, meet people. Talk to a Recruiting Officer about the opportunities open to you right now. Opportunities to get involved with something worthwhile.

What you need to join Maritime Command:

- Have completed a sound, basic education.
- Be a Canadian Citizen.
- Meet the Canadian Forces medical standards.
- Pass Canadian Forces selection tests.



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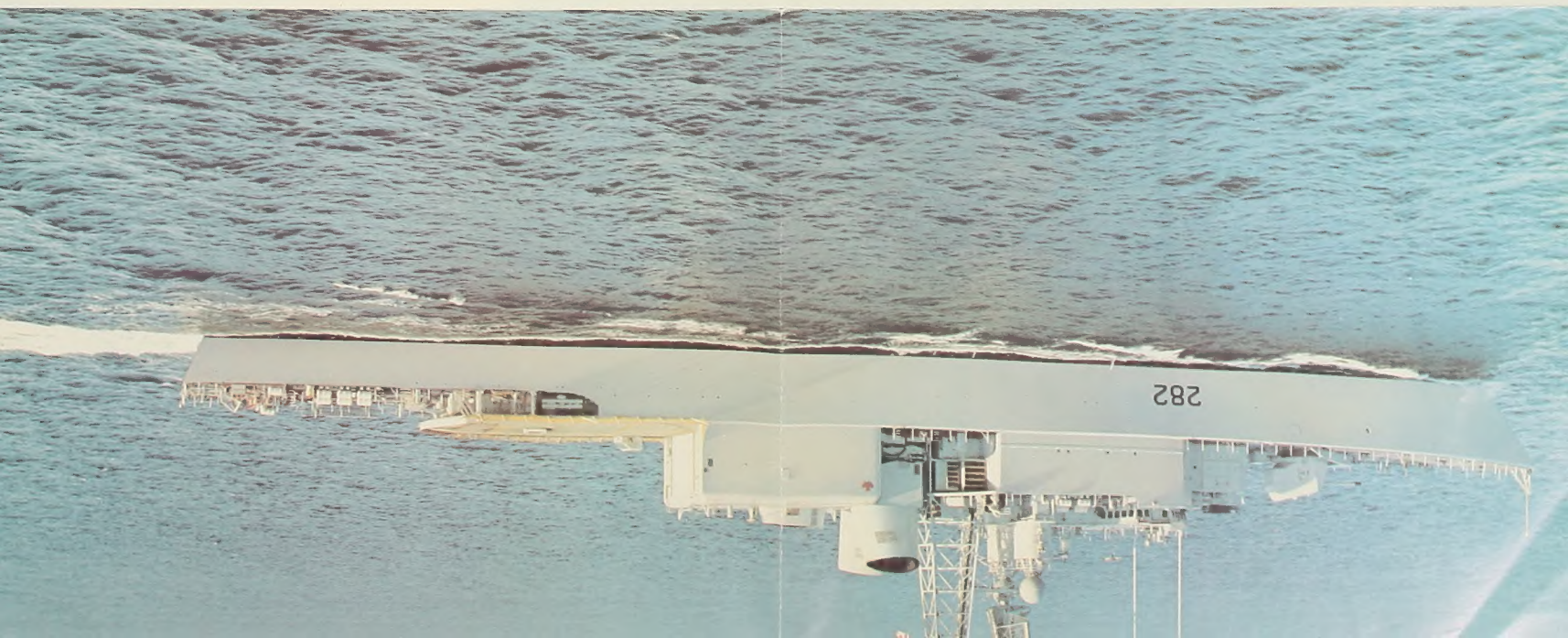
Broaden your horizons...

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...come aboard and join our team.



Join our team of specialists.

Since man first set out across the oceans of the world, a life at sea has been the compelling ambition for many a young person who has heard the call of the sea.

Today the call of the sea is just as strong and the life just as demanding as it was in years gone by. But today, our modern warships are very specialized and require a high level of skill and dedication from the personnel in Maritime Command of the Canadian Armed Forces.

In Maritime Command you will exercise your mental and physical capabilities to the fullest, learning self discipline, accepting responsibility in your chosen trade, developing your overall potential. You will

develop confidence in yourself, in the special skills you will learn and your potential as a leader.

You will work alongside young people who share your ideas and interests. Working, living and travelling together as a team because that's what life in Maritime Command is all about. . . bringing together a very special kind of people. Young people, who are ready to take up the challenge of our electronic world and answer the call of the sea.

If you think you can meet this challenge, come aboard.

Discover how you can broaden your horizons.



The Fire Controlman and Weaponsman (Surface) work as a team, providing their ship with its surface punch. The first operates and maintains the computers and sophisticated control systems that direct the surface to surface and surface to air guided missiles and guns. The second operates and maintains the guided missiles and gun mountings, as well as being responsible for the stowage, handling and checking of missiles and bullets.



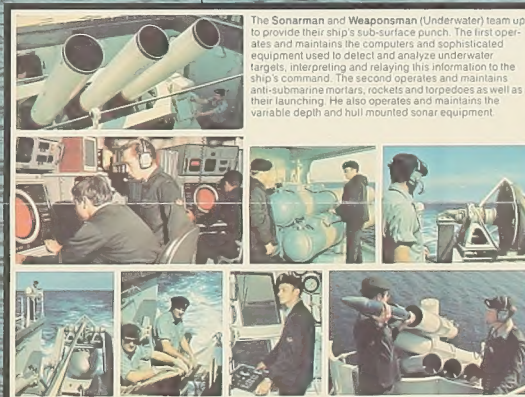
The Marine Engineering, Electrical and Hull Technicians keep their ship moving, floating and operating as a weapons delivery platform.

The Marine Engineering Technician operates and maintains steam, diesel and gas turbine propulsion and electrical generating machinery, together with all their auxiliary and ancillary equipments and systems. He is also the ship's skilled machinist, capable of manufacturing parts while at sea.

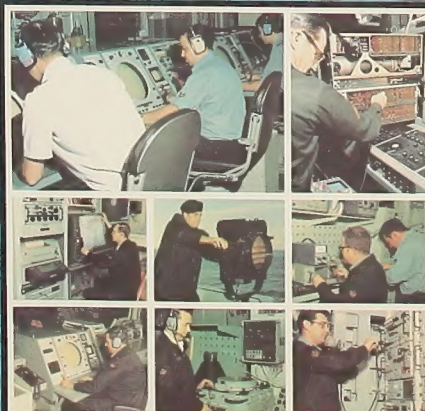
The Electrical Technician operates and maintains the electrical and electronic equipment, including computers and controls needed to keep the ship moving. He is responsible for the distribution of electrical power throughout his ship, the efficient operation of motors that drive various pumps and fans. He also maintains navigational as well as domestic lighting and equipment on board ship.

The Hull Technician maintains the ship's structure, fire mains, plumbing, heating, air conditioning, damage control and fire fighting systems. He is the ship's skilled welder, capable of welding all materials and is a metal worker.

The men in these three trades are the specialized team that keep their ship floating, moving and fighting.



The Sonarman and Weaponsman (Underwater) team up to provide their ship's sub-surface punch. The first operates and maintains the computers and sophisticated equipment used to detect and analyze underwater targets, interpreting and relaying this information to the ship's command. The second operates and maintains anti-submarine mortars, rockets and torpedoes as well as their launching. He also operates and maintains the variable depth and hull mounted sonar equipment.



The Radar Plotter is the eyes of his ship, operating and maintaining the ship's radars, displays and associated computers used for detecting and tracking all surface and air targets. He keeps his ship's command informed of the air and surface situation, recommends a course for the ship to steer to intercept a target. He also directs friendly aircraft into a position where they can intercept and destroy a target. The Radar Plotter is also responsible for short range radio contact between ships and aircraft operating as a force and maintains the ship's navigational equipment.

The Radioman is the voice of his ship, operating and maintaining complex radio equipment, be it long range voice or radio teletype. He transmits and receives messages from other ships, aircraft and shore radio stations.

The Signalman is responsible for tactical messages between ships, interpreting and relaying their meanings to the ship's command. The Senior Signalman is the ship's Captain's right hand when dealing with these messages and when ships are manoeuvring at sea. The Signalman is also responsible for maintaining teleprinter equipment.

The Electronic Warfare Operator is the ears of his ship, maintaining and operating the highly sophisticated and complex electronic intercept equipment, receiving and identifying enemy radar and radio transmissions and operating his own communications circuits.



The Boatwain or Bosun as he is more usually called, is the seaman specialist of Maritime Command, looking after his ship, its boats and their equipment, anchors, cables hawsers, the small arms that are carried on board, maintaining and painting his ship. In the supply ships of Maritime Command, he also operates the equipment used to transfer fuel and stores at sea.